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Games for Windows LIVE

F1 2011

Formula 1™

codemasters

⚠ Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:

For further information visit http://www.pegi.info and pegionline.eu

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WELCOME TO F1 2011

Discover what it would be like to be sat behind the wheel of some of the world's greatest racing cars, as you race wheel to wheel on all of the circuits from the 2011 FIA FORMULA ONE WORLD CHAMPIONSHIP™ calendar.

Build your own career; starting at the bottom and working up through the ranks, or stick with your favourite team to help them achieve the ultimate success of a FIA FORMULA ONE CONSTRUCTORS' WORLD CHAMPIONSHIP title.

STARTING OUT

INSTALLATION

You will need to install F1 2011 with administrative privileges. It is also recommended that you close any unnecessary software applications running during installation.

Insert the game disc into your DVD drive. The F1 2011 Launcher App should appear automatically. If the Launcher App does not appear, browse to your DVD drive and run the "autorun.exe". Once the software has launched, simply press the install button and follow the on-screen prompts.

RUNNING THE GAME

On Windows® Vista and Windows® 7 you will see the Games Explorer which can be found in the Start Menu. On Windows® XP, you'll find the game in your Start menu under **Programs\Codemasters\ F1 2011.**

TROUBLE SHOOTING

If you experience any problems when installing or playing the game, first check out the Readme file on the DVD, which can be accessed by running Autorun.exe and then selecting help. Alternatively, visit the F1 2011 support forums at **www.codemasters.com/support.**

AUTOSAVE

By choosing to turn on the Autosave option you will enable F1 2011's automatic save game feature. Your PC will then save your progress at specific points throughout the game.

MENU NAVIGATION

KEYBOARD

Use the **Cursor Keys** to navigate through the menus. Press the **Return** key to confirm a selection or **Esc** to cancel/back up.

XBOX 360® CONTROLLER FOR WINDOWS

Use the directional pad or left stick to navigate through menus. Press (A) to confirm a selection or (B) to cancel/back up.

Use the right stick to look around the game world. Holding RT allows you to zoom into the game world, holding LT allows you to zoom out.

GOLDEN QUESTIONS

Upon selecting the Career menu option for the first time you will be taken to a pre-season Press Interview where you'll be announcing yourself to the world of FORMULA ONE™. Here you'll be asked a number of questions to allow the creation of your profile and starting career information.

You can edit your profile at any time whilst within the main menu by accessing the **MY F1™** menu option.

GAMES FOR WINDOWS - LIVE

Play online for free! With Games for Windows – LIVE, you can build your profile, play online, chat with friends, see your friends' games and activities, and track gaming achievements across all Games for Windows – LIVE games. Plus, you can download game content from Games for Windows – LIVE Marketplace. Get connected and join the PC gaming revolution!

CONNECTING

To connect to Games for Windows – LIVE, you will need a high-speed Internet connection and a Gamertag. If you already have a Gamertag, you can access Games for Windows – LIVE. For more information, including availability in your region and creating a Gamertag if you don't already have one, go to **www.gamesforwindows.com/live.**

FAMILY SETTINGS

Windows Parental Controls (Vista and Windows 7) enable parents and guardians to restrict access to mature-rated games and set time limits on how long they are able to play. Family settings in Game for Windows – LIVE enable parents and guardians to approve who and how your family interacts with others online with the LIVE service. For more information go to **www.gamesforwindows.com/live/familysettings**

THE ON-TRACK GAME SCREEN

The game screen provides a wealth of useful information to help you with keeping track of your progress throughout a race. Please note that not all items will appear on screen at all times.

01 POSITION & POSITIONAL INFORMATION

02 PIT-STOP SELECTION: FUEL MIXTURE, TYRE SELECTION

03 TRACK MAP

04 WARNINGS, FLAGS & RACE UPDATES

05 WRONG WAY INDICATOR

06 LAP & LAP TIME INFORMATION

07 CAR STATUS & STRATEGY

08 REV COUNTER, SPEEDOMETER, GEARS, FUEL WARNING, KERS & DRS

CONTROLS

You can customise the controls for the game to your preferred settings by choosing the **My F1 | Driving Controls** option from the main menu.

XBOX 360 CONTROLLER FOR WINDOWS

The default controller configurations for F1 2011 are detailed below; these can be changed from within the **MY F1** Options menu or the on-track Pause menu.

PRESET 1

RACING WHEELS

A number of racing wheels are supported in F1 2011 including a selection of wheels from Logitech, Thrustmaster and Fanatec. Microsoft's Xbox 360 Wireless Racing Wheel can also be used.

KEYBOARD CONTROLS

←	STEER LEFT
→	STEER RIGHT
Space Bar	ACCELERATE
Ctrl	BRAKE / REVERSE
A	GEAR UP
Z	GEAR DOWN
W	DRS (REAR WING ACTIVATION)
Q	KERS
S	CAR STATUS
Esc	PAUSE
F1	INSTANT REPLAY/FLASHBACK
Delete	LOOK LEFT
End	LOOK BACK
Page Down	LOOK RIGHT
C	CHANGE CAMERA
1	SELECTION MENU OPTION 1
2	SELECTION MENU OPTION 2
3	SELECTION MENU OPTION 3
4	SELECTION MENU OPTION 4

CUSTOM

Players may change or edit their control preferences from within the **My F1 | Driving Controls | Control Profile | Custom** option.

REPLAYS AND FLASHBACKS

REPLAYS

You can view an Instant Replay at any time by selecting the option from the in-game Pause menu. You can also view a full replay of your entire race once it has ended.

FLASHBACKS

If you make a mistake on track you can use the Flashback system to correct it.

When things haven't gone your way in a race, press ◀ Instant Replay or select Instant Replay from the Pause menu to rewind your race to a point before things went wrong.

GAME MODES

CAREER

In Career mode you can live out the dream of becoming a FORMULA ONE driver. Decide your own fate by taking a minnow team to the top, or work hard on the track to get a contract with your favourite team.

GRAND PRIX™

GRAND PRIX allows you to create your own custom FORMULA ONE calendar, with access to all the tracks and every team.

GRAND PRIX follows a similar structure to career mode; however, instead of playing as yourself you'll be given the opportunity to race as your favourite driver. You are also able to select a single track, all tracks or create a custom set of tracks featuring your favourite locations from the 2011 season.

PROVING GROUNDS

Proving Grounds allows you to compare your lap times and driving skills with other F1 2011 players from around the world.

TIME TRIAL

Time Trial allows you to race a ghost car using lap times set by your friends or those set by the best drivers in the world. You can also use Time Trial as a baseline to beat your own personal lap times and to help you build consistency on a particular track.

TIME ATTACK

Time Attack allows you to test your skills against your friends in a variety of timed scenarios. Each scenario will provide you with a particular track and car where you will need to beat three different times to earn a gold, silver or bronze medal. Each scenario will provide its own set of challenges, such as weather and tyre type.

MULTIPLAYER

Play with your friends and other FORMULA ONE fans locally or online. F1 2011 multiplayer is separated into three distinct menu options.

- **Online:** Access all online gaming modes
- **Split Screen:** Play locally with another player in two player split screen action.
- **LAN:** Race multiple players over a local area network connection.

QUICK MATCH

Quick Matches allow you to quickly enter a game without having to configure any settings beforehand. Whilst in Quick Match, all cars are of equal performance and team allocation is random.

There's a Quick Match for everyone, whether you are looking for instant action, or a more in depth race experience.

POLE POSITION

Pole Position creates the intensity of qualifying. Each Pole Position race lasts 20 minutes and the winner is the player posting the fastest lap time.

SPRINT

A single race with a 3 lap duration, running in dry weather and utilising a randomised starting grid.

ENDURANCE

A single race with a 20% race distance, with dynamic weather and a randomised starting grid; this race will include at least one pit stop.

ONLINE GRAND PRIX

A single race of 7 laps; with dynamic weather. The starting grid is determined by a 15 minute qualification session. Players must make at least one pit stop during the race.

CUSTOM GRAND PRIX

CUSTOM GRAND PRIX allows you to create your own online game with its own setting, such as race location and race length. You can also search for a particular CUSTOM GRAND PRIX to find a game already in progress.

CO-OP CHAMPIONSHIP

Co-op Championship is an all-new mode for 2011 and allows you and a friend to compete in a season long Championship as team mates. In Co-op Championship mode performances count, not only will you gain more Championship points but you could also become the team's number 1 driver and gain access to R&D components before your team mate.

ON-TRACK

OBJECTIVES

In some game modes your team will give you objectives at the start of each session. These objectives can be reviewed via your race engineer and are also shown on the live timing screen as a thin blue line.

FLAGS AND PENALTIES

Flag	Meaning	Use
Chequered Flag	Indicates to drivers that the race has been won, and they should complete their current lap to end the race.	Used when the player completes a race, qualifying session or practice session.
Yellow Flag	Indicates danger; a yellow flag warns drivers to slow down. Overtaking is prohibited.	Shown when an on-track hazard is ahead.
Green Flag	All clear. The driver has passed the potential danger point and prohibitions imposed by yellow flags have been lifted.	Used when the yellow flag restrictions have been lifted.
Blue Flag	Warns a driver that they are about to be lapped and to let the faster car overtake. Pass three blue flags without complying and the driver risks being penalised.	Used when a leader or a car who is about to lap the player is within a set time of the player for a set period of time.
Red Flag (new for 2011)	The session has been stopped, usually due to an accident or poor track conditions.	Used when the safety car cannot be deployed and there are multiple damaged cars blocking the racing line.
Half black, half white flag	Warns of unsporting behaviour. May be followed by a black flag if the driver does not heed the warning.	Used when the player has been involved in an incident or disruptive behaviour without being disqualified.
Black Flag	Used to signal to the driver that they have been excluded from the race.	Used when the player has been disqualified from the session.

PENALTIES

F1 2011 utilises a penalty system when you are out on track. This system determines whether you have broken the rules of FORMULA ONE; be it for causing another car to crash, corner cutting or other unsportsmanlike behaviour.

When you break the rules, the in-game race stewards may take a few seconds to work out whether you are at fault. If the stewards determine that you are to blame they will inform you of any actions you need to take, or which are being taken against you, via the messaging system which appears at the top-centre of the screen.

Be aware, multiple infringements will cause you to be disqualified from the session.

THE SAFETY CAR

If a crash causes the track to become dangerous then the race director may deploy the safety car.

Once the safety car is out on track you may only overtake it if its lights are flashing green.
If the safety car's lights are flashing yellow, you must queue behind it.

No overtaking of cars, other than the safety car as described above, for position may take place whilst the safety car is out on track. If you do so, then you may well be penalised or disqualified from the race.

Once the safety car has picked up the race leader, and conditions are deemed to be positive for racing, the safety car will be brought in. When this occurs the safety car's lights will be switched off indicating that you are free to race at the end of the current lap.

POINTS

The top ten finishers in each GRAND PRIX score points towards both the drivers' and the constructors' world championships, according to the following scale:

1ST PLACE	25 POINTS
2ND PLACE	18 POINTS
3RD PLACE	15 POINTS
4TH PLACE	12 POINTS
5TH PLACE	10 POINTS
6TH PLACE	8 POINTS
7TH PLACE	6 POINTS
8TH PLACE	4 POINTS
9TH PLACE	2 POINTS
10TH PLACE	1 POINT

KERS

The KERS – Kinetic Energy Recovery System is a continuation of the power boost system first introduced in the 2009 season and adds up to 80BHP to the 2011 vehicle performance.

KERS provides up to seven seconds of power boost per lap triggered from a button on the driver's steering wheel. The driver may use KERS at any point in the race and the KERS battery is topped up when the car passes the start/finish line.

NOTE: KERS is not available to all teams.

DRS

The DRS (Drag Reduction System) is a new aerodynamic system introduced for the 2011 season. The DRS allows the driver to adjust the car's rear wing at specified locations on the track (called DRS zones). Changing the car's rear wing provides the driver with a dramatic increase of speed, allowing chasing cars a much improved chance of overtaking throughout the race. The DRS can be used at any time in Practice and Qualifying. On race day, DRS will be enabled after completing the second lap, and can only be used if the driver is less than 1 second behind the car ahead when entering the DRS detection zones. DRS is deactivated when the driver applies the brakes, or the driver can deactivate it wherever he wishes once it's been opened.

In safety car conditions the DRS is deactivated and is only re-enabled two laps after the safety car has returned to the pits. DRS will not be available if the track is declared wet or if drivers are on wet tyres.

QUALIFYING DRS

During the qualifying stages, the driver may use the DRS Drag Reduction System at any time.

RACE DRS

In order to facilitate overtaking, the DRS may only be employed on specific sections of the track and only by a car that is within one second of the car in front.

The DRS – Drag Reduction System and the KERS – Kinetic Energy Recovery System are often implemented together, simultaneously increasing the power available to the car as well as lowering the drag offered via the rear wing.

TYRES

For the 2011-2013 Championships the official tyre supplier is Pirelli.

Dry tyre allocation for each driver for each race weekend has been reduced from 14 sets to 11 sets and 8 sets are available for qualifying and the race itself.

As in 2010, tyres for each race are split into Prime (harder) and Option (softer) grades. Drivers must use both types of tyres in a GRAND PRIX. In F1 2011 this is only the case if the race distance is 20% or greater and it's not classed as a wet race.

SILVER	HARD COMPOUND	RED	SUPER-SOFT COMPOUND
WHITE	MEDIUM COMPOUND	BLUE	INTERMEDIATE WETS
YELLOW	SOFT COMPOUND	ORANGE	FULL WETS

ENGINE MODE

You can change your engine mode when out on track to one of three options. These are:

- **Rich –** Gives your engine more power but burns a large amount of fuel.
- **Standard –** Supplies a balance between engine power and fuel consumption.
- **Lean –** Delivers less power but is the only choice when it comes to fuel saving.

In Proving Grounds, the Engine Mode is always set to Rich.

NOTE: The setting you use will have a direct impact upon the amount of fuel you are using only when Fuel Sim is active; for example, setting the engine to Rich will burn more fuel than it would if it was set to Lean.

THE DRIVER'S ROOM

Your 'Driver's Room' is the hub to your career – here you can find information on your career progress.

DRIVER'S LAPTOP

The laptop gives you access to the following screens:

- **Emails –** Keep track of your career, emails contain information relating to team offers, car upgrades and all things career.
- **Standings –** Keep track of season performance by checking the standings screen, here you can get updates on both driver and team standings.
- **Track Info –** Here you will find information relating to the current circuit.

RACE CALENDAR

The race calendar allows you to review your career progress; here you can see your performance broken down race by race. The race calendar is also used to select your next career event.

HELMET SELECTION

The helmet selection allows you to choose from a number of pre-defined helmet designs.

THE PADDOCK

The Paddock is the behind-the-scenes area that houses your team's trucks and hospitalities. This area is usually bustling with press and other drivers.

THE PRESS

When returning to the paddock the press may try and stop you for an interview. You can choose to ignore them and head straight for the driver's room, or you can entertain them and stop to answer a few questions – but be careful what you say, it's easy to upset your team or rival drivers.

THE GARAGE

The garage gives you access to the track and all of your car, tyre and strategy options.

RACE ENGINEER

The Race Engineer handles quick car setups but also gets you out on track or back to the paddock should you decide to retire from the current event. The Race Engineer also has information relating to your current session objective.

CAR MONITOR

The car monitor gives you access to several information screens...

LIVE TIMING

Live Timing allows you to keep an eye on the rest of the drivers during practice and qualifying; here you can find sector times, fastest laps and the current running order.

WEATHER/SESSION INFO

The Weather/Session Info screen allows you to see your team's weather predictions for the upcoming sessions – as well as skip to future sessions.

PRACTICE

The practice session is important to get a feel for the track or tweak your car setup. Practice sessions can also include important R&D tests that unlock additional car upgrades when completed.

QUALIFYING

A good qualifying position is essential for a good grid position. Watch your opponents carefully and try to put in the fastest lap without using too many tyres. Your team will always provide you with a qualifying objective which you will be expected to pass.

RACE

The race is where results matter most, getting a good race position will keep your team happy and help towards achieving your season objective.

TRACK INFO
This screen gives you information relating to the current track.

R&D
This screen allows you to see what upgrades you have unlocked and choose your upgrade path if you manage to get the 1st driver spot.

CAR SETUP
This screen allows you to tweak every aspect of your car's setup. You can also load and save car setups.

STRATEGY/TYRES
You can change your tyres or strategy at any time whilst sat in the garage by selecting the tyre menu.

TEAM MATE CHALLENGE
It's important to stay ahead of your team mate throughout the season if you want to remain the number one driver. Being number one driver gives you access to team upgrades first and also allows you to define the team's upgrade path.

DRIVING ASSISTS
You can change your Driving Assists by selecting the Difficulty Level menu from the Race Settings screen prior to entering a session. Alternatively Driving Assists can be modified from the on-track pause menu.

AUDIO SETTINGS
Audio settings can be adjusted from the game Options/Audio or Pause menu. You can set the volume of speech or music independently by moving the labelled sliders from left (silent) to right (maximum loudness). You can also adjust the volume of engines and sound effects from left (quiet) to right (loud).

F1 2011 sound uses OpenAL drivers for maximum compatibility, performance and quality on all versions of Windows. The "Software" option uses Creative Labs 'generic software' mixer. This works on any DirectSound-compatible audio device, in stereo or 5.1 channel surround. It is fast but of limited fidelity. The default is the "Rapture3D" OpenAL driver from Blue Ripple Sound. On slow PCs this matches the quality of the old 'generic software' driver, and on a modern quad core it can match or surpass the best hardware acceleration.

Got a lot of speakers? F1 2011 supports true 3D loudspeaker surround sound via the Rapture3D driver, which you can select in the audio game options, and the 'Surround 3D7.1' option in the Rapture3D Speaker Layout in Windows. The 3D sound works best if you sit in the midst of the speakers while playing; the 3D7.1 layout is also compatible with stereo and cinema 5.1 – just lean back for movies and music.

The extra two speakers in an analogue 7.1 or HDMI 1.3 set-up should be placed as high as possible at the back centre, and low down between the raised two front speakers, forming triangles, as shown. The front centre (dialog) speaker and sub-woofer positions are not critical, since they're not part of the 3D octahedron.

Rapture3D can also simulate 3D sound for headphone listeners. Select 'Headphone Stereo' in the Rapture3D Speaker Layout in Windows and pick whichever of the five HRTF (Head Related Transfer Function) settings best suits your hearing.

SOUNDTRACK

"Planetary (Go!)"
Performed by My Chemical Romance
Words & Music by Toro, Lero, Way and Way
© 2010, Blow The Doors Off The Jersey Shore Music Inc/EMI Music Publishing Ltd, London W8 5SW
Licensed courtesy of Warner Music UK Ltd.

"Ill Behaviour" (featuring I-Kay)
Performed by Danny Bryd
Written by Danny Byrd and Eddy Castellanos.
Arranged and produced by Danny Byrd.
Vocals: I-Kay.
Published by Songs In The Key Of Knife.
Licensed courtesy of Hospital Records Ltd

"Memory Lane"
Performed by Netsky
Written, arranged and produced by Boris Daenen.
Published by Songs In The Key Of Knife.
Licensed Courtesy of Hospital Records Ltd

"Planet Terror"
Performed by The Qemists
Written by L. Black, L. Harris, D. Arnold
Published by Just Isn't Music
(P) 2010 Ninja Tune
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"Tropicana"
Performed by The Qemists
Written by L. Black, L. Harris, D. Arnold
Published by Just Isn't Music
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Licensed courtesy of Ninja Tune.

"Best Shoes" (Qemists Remix)
Performed by BYOB
Words & Music by Ashley Hamilton
Published by Skint Music Publishing / Sony/ ATV Music Publishing
Licensed courtesy of Skint Records
(P) Skint Records 2009
www.byobmusic.com

"Four Letter Word"
Performed by Beady Eye
Words & Music by Gallagher/Archer/Bell
Published by Sony/ATV Music Publishing
Licensed courtesy of Beady Eye Records Ltd

"Golden Girl"
Performed by Big Linda
Words & Music by Allder/Bacci/Holroyde/ Murdoch
Published by Sony/ATV Music Publishing
(P) Ursa Major Records

"Shake It"
Performed by The Casanova's
Words & Music by Tom Boyce
Published by Rubber Music Publishing
Administered by Sony/ATV Music Publishing
Courtesy Rubber Records
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"Bigger Than Us"
Performed by White Lies
Written by H. McVeigh/C. Cave/J. Brown.
Published by Chrysalis Music Ltd. © 2011.
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"Teenager"
Performed by Mona
Words & Music by Brown
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Courtesy of Universal-Island Records Ltd
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"Full Steam Space Machine"
Performed by Royal Republic
Written by Hallbäck, Anders (CA)/ Grahn, Adam John Carl (CA)/ Irengård, Hannes Viktor Hugo (CA)/ Andreasson, Per Rickard Hendric (CA)
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"The Magnifying Glass"
Performed by The Joy Formidable
Words & Music by Bryan and Davies
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"I Must Be Out Of My Mind"
Performed by Royal Republic
Written by Hallbäck, Anders (CA)/ Grahn, Adam John Carl (CA)/ Irengård, Hannes Viktor Hugo (CA)/ Andreasson, Per Rickard Hendric (CA)
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"21st Century Gentlemen"
Performed by Royal Republic
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"Champion"
Performed by Clement Marfo & The Frontline
Words & Music by Byron-Sinclair/Douch/ James/Mansell/Marfo/Marston/Payne/ Turnball/Vikram/Wells
Published by Sony/ATV Music Publishing
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"Haunt You"
Performed by Flux Pavilion
Words & Music by J. Steele
Published by Sony/ATV Music Publishing
Publisher: Maximum Boost Publishing
2010 recording - Circus Records
License courtesy of Circus Records
www.circus-records.co.uk

"Lies"
Performed by Fenech-Soler
Written by Duffy, Ross Alasdair (CA)/ Duffy, Benjamin John (CA)/ Fenech-Soler, Daniel (CA)/ Lindsay, Andrew Robert (CA)
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"Arrows"
Performed by Children Collide
Written by John Donald Mackay
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CODEMASTERS WEBSITE

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Codemasters' website contains game patches, FAQs and an online version of our technical support knowledgebase. It also has a technical support request form that you can use to request assistance with this or any other Codemasters game.

EMAIL

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Please include your Dxdiag.txt file with a description of your problem. To do this with Windows XP click on 'Start', then 'Run' or with Windows Vista/7 click the Windows button and use the search box. Now type DXDIAG and click 'Ok'. This will display the DirectX Diagnostics screen. To send the results, simply click the "SAVE ALL INFORMATION" button and save this as a text (.txt) file. Now attach this file to your email. Email support is provided 7 days a week.

TELEPHONE / FAX

Before calling, ensure that you have checked our website for a possible solution and have read the F1 2011 help file which can be found on the F1 2011 DVD-ROM.

To access the help file:
1. Click on the "START MENU" and click on "MY COMPUTER / COMPUTER".
2. Right-click on your DVD-ROM drive.
3. Left-click on "EXPLORE".
4. Browse readme folder and double-click on "README.HTML".

Tel: (from within UK) 0870 75 77 881 (from outside UK) 0044 1926 816044

Lines are open:
1300-1800 Monday, Wednesday and Friday,
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